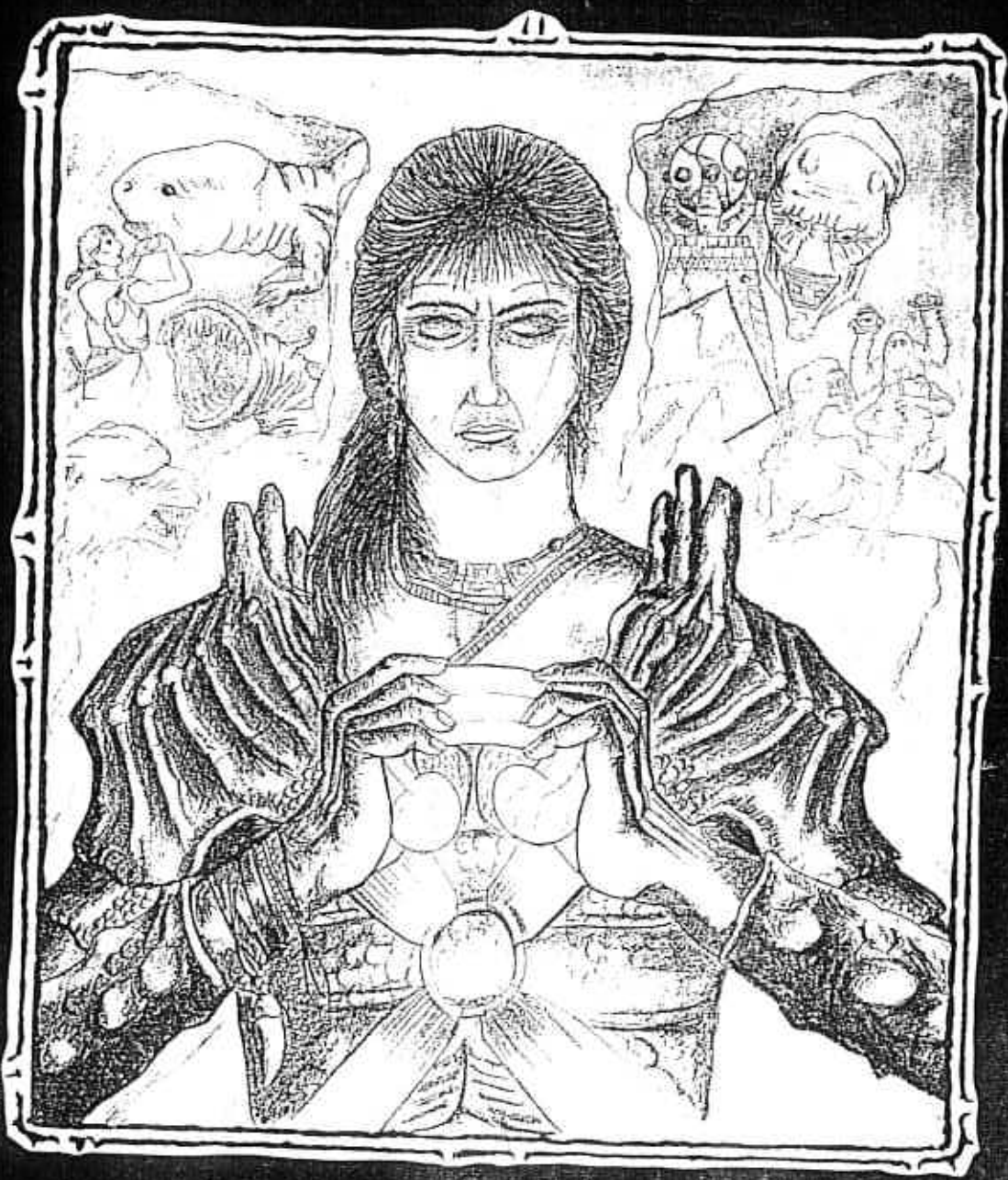
SARCEEN'S KNOWLEDGE

The Skyealms of Jorune Fanzine



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SARCEEN'S KNOWLEDGE

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EXTRA SPECIAL THANKS TO: POOKIE AND STEVIE, OUR LONGEST AND MOST FAITHFUL PLAYERS: CHEERS FOR PUTTING UP WITH US. MAXINE - CHEERS FOR PUTTING UP WITH ME, DAVID FOR PUTTING ALEX AND I IN CONTACT WITH EACH OTHER, THE BAND OF INSANE RUSPER-HUMS AT THE 'OL CORRUPTIBLE CORONDON AND LAST BUT *DEFINATELY* NOT LEAST THE LEKERS FOR LETTING US ALL LEAVE THIS WORLD BEHIND.

Editorial.

Welcome to Sarceen's (Sark - een's) Knowledge number one, now this may ring a few bell's to some of you out there, but SK (as it shall now be reffered as) is back after it's twelve month tour Europe, Scandinavia and the Sub - continent (that's a quote from "The Blues Brothers". If you have not seen the movie - your'e really missing something).

Back to the Fanzine - I attempted to release last year at Gamesfair '88 but as some of you may know, I set myself a very short time limit to publish it. The time limit was eight days. Before I was able to get the first issue to the printers my computer decided it did not like SK and the final, checked copy! So my back-up copy was printed and the sales were quite pleasing. Unfortunately, due to personal problems no further editions could be put together. Now I've got my head together, the show is finally on the road. The editorial line-up has changed and the quality plans to be superior than the original concept.

So this is the new look SK. We have a new sub - ed, Geoff Gray, who also is behind the graphics and layout of the magazine. Any queries regarding artwork submissions should be addressed to him.

What SK is all about - The magazine and the people involved in it's production are here to help YOU, The Sholari's and Players of Skyrealms of Jorune. It is going to be a "notice board" to help you get in touch with other gamers and will be a source of Scenario's, Idea's and information from both official and unoffical sources. The great Iscin himself Andrew Leker personally thanks all the people who play the game and news from him will be included in future issues to keep everyone aware of Skyrealms Publishing's plans.

We are here to serve YOU to the best of our abilities. We are going to make the Fanzine as well laid out and professional as possible (within our resources), not to charge you load's of Yule's but to gratify you, the readers. Geoff and I will not speculate upon further issues and what will happen in the future, but can promise to give you the best fanzine we possibly can.

To aid us, we need YOUR input (letters, artwork, idea's, opinions and your criticisms - we want to know what you want to read). Send us your letters now so we can publish them next issue.

Now, get out there and enjoy Jorune - Leave your world behind!

Alex Blair, Editor

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ADVERTISING

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A short word from our sub - editor.

When Alex told me about this project I was very excited and relieved: At last there are other Jorune Gamers on this island! So lets start talking to each other. I was offered the job of producing the "Fanzine" and accepted as my part of giving something back to the hobby that has given me so much enjoyment over the last eight years. I decided that the layout of the 'zine should complement the boxed set and supplementary material already owned by most of you readers. This way, not only is it a (hopefully) good read but also a handy set of reference rules to use optionally in your own campaigns. So until next time, continue nailing those Scragger and keep on thinking free. Happy Gaming! - Geoff Gray.

To roll up or role up.

By David Castle.

Introduction

The purpose of all role-playing games is to take on the personality of another person in a more exciting, and often dangerous, environment than our own.

"The scene is an Illidge at the end of the day. One of the player characters is a Boccord and some of the local humans make a few rude remarks about his intellect (or lack of it). The first option available to the player is to ignore them and leave the bar, but if this Boccord is at all proud of his race he will take the second option which is to stay around for a heated arguement and maybe even a brawl".

In real life we would be more likely to choose the first option. Although this one is the more sensible one as it is less likely to get your character injured, the second one would be much more fun and probably a more realistic decision on the part of an eight foot tall Boccord.

Before you even grab a hold of the dice to roll up your future characters stat's you should have some idea of his/hers personality, background, likes and dislikes etc., Jorune allows you to create your attributes around the characters personal traits, and your skills around their backgrounds.

Your character is your key to a whole new world, so make sure you generate one that is realistic, in keeping with that races ethics but most of all one that is fun to play.

Character relationships

The most interesting part of any RPG, for me at least, is character interaction; communication between characters. I find that you can only get full enjoyment out of this if you try to do everything "in character" - using his attitudes, disposition and intellect, in conversation. Whether talking to NPC's or other PC's, it all should be done "in character". As soon as you start playing the game you should become another person ENTIRELY.

When you begin a campaign normally the other PC's are no more than everyday men on the street, and the interaction with them should reflect this. As time goes on your relationships will strengthen, most probably as a friend and companion, but not always. If you wish you can start the game with your character knowing from past experiences the other player characters.

Personality

Personality will develop as you play the character as only the bare bones will be thought when the character is designed. As you play your character more ideas about it's personality will become apparent and then can be implemented into the character. Remember that the stats on the character sheet are not that important when you role play the character. You can role-play without a character sheet, but you can't ROLE-PLAY without a personality.

First of all you need to get an idea of your character's moral outlook on life. Then decide his disposition. Also under the banner of "personality" are the hang-up's and problems your character may have. (A quick way to do this is to roll some quirks off the table found in the Sholari Guide-and stick to them even if they at first sound detrimental - Ed). Remember your character on Jorune should be as individual as you are here on earth.

Goals

An important part of a campaign is character goals. Every character should have at least four goals in life, apart from wanting to complete the present scenario. An obvious goal would be the yearning for Drennship (This issue of Drennship will be covered indepth in a later issue - Ed).

Below is a list of personal goals for your characters. Use any you want or use none of them; they are here to give you an idea of what we are concerned with. Choose four in order of importance to your character. Maybe the characters goals will vary in their importance from time to time but once the goals are chosen a character can never select different ones for this would be against his Ethic's. While on an adventure try to put as much emphasis on your characters goals as you can and you will be surprised how easy it is to ROLE-PLAY.

The pursuit of knowledge
The pursuit of science
Money
Earthly pleasures (Sex, Drugs and Thivin Rock))
True love
Mastery over others (Political, religous, underworld etc,)
Fame
Status
Looking after no. 1
Looking after nature
Risk (Financial, physical)
Battle glory
Religous service
Social integration
Discovery
Honour
Harassment of good / evil
Mastery of oneself
Welfare of others, Etc.,

Background

Your background should explain much of your character's personality, attitudes and goals. Read up on your character's place of birth and incorporate as much feeling of his place of origin into his personality. Think about the social and financial status of his parent's and of how it would effect him, etc.,

When you have these major occurances and details of your character's "life before play" laid out go on to the less important facts. This may seem a lot of work but your character will feel like a real person and you should know him as well as you know yourself.

Conclusion

Do not be afraid to mould your stats around your characters personality. Feel free to fudge a result here and there to get your character to a standard you feel good about playing. So what if my Muadra's got a speech impediment, he can sing some weird flamin' songs!- Remember some weaknesses may prove to be strengths if you apply them correctly.

I feel you are left with a choice; Either spend time creating a detailed, indepth and interesting character for a world full of new and exciting experiences. Or just number crunch your way through abstract figures playing a cardboard hero. I know which I prefer. I'm not saying you you should give up stats altogether but gratify a richly evolved and detailed game with a richly evolved detailed character, to complement the statistic scores.

So, Roll up or ROLE-UP - The choice is yours!

The in's and out's of Jorune.

By Jared Lambrelli (Interviewer - Nick Gillot).

Now you may not know this but there is a very important force working in the halls of Ardoth, most could not even begin to comprehend how mind - boggeling it can be.

This force can change the way you eat, sleep and even think! This force is.....FASHION!! (though all the adventurers I know don't give a damn about social trends!- Geoff). So as a good Sholari I have endevoured to find out more about this force which is sweeping through Ardoth's young populace like a plague.

Nick Gillot was the man sent out on this herculian task. Nick said he would ask famous Ardothian socialite (posuer), Jared Lambretti, what he knew of the latest fashions. Nick tracked down Jared in the "Jolly Sailor" Inclep in Ardoth's Southport, with the cost of the interview being several glasses of Sarta Dark and an enormous bowl of hot chilli! So here it is - The comprehensive list of what's in and out in Burdoth;

Out

Anything in brown (especially trousers!)
Tologra's
Cheescloth Shirts (only Beagre-fodder wear these!)
Narrow trousers
Telling your beautiful, blind wife that the scar she has just recieved at the hands of a Psychopath will probably be permenant
Knowing the location of a secret cache of Earth-Tec weapons
Sailors
A Beagre-fodder guy called Dern (He wears narrow brown trousers and cheesecloth shirts - I ask you!)
Getting wet
Ale (only commoners drink it)
Incleps (you meet those rough adventuring types there)
Changing your name
Arriving fifteen minutes early for anything

In

Electric Blue (not the video's!)
Scarlet
Thigh high leather boots
Bronth's
Chilli (very hot!)
Yords
Frilly collars
Harlequin jackets
Scars (only small and tasteful) (What is this??-Ed)
Arriving fifteen minutes late for everything
Use of the word "Definately"

Was in but is on it's way out.....

Pink
Light blue
Earth-Tec weapons (ha, ha, ha!)

Thanks alot Nick/Jared. But what are you on?! More from Jared soon, but not until I recover from this dose- Ed.

Strength.

By Alex Blair.

So what is this article about then? Well, I hope it is going to clear up a small glinch in the rules that I noticed on my first reading at Gamesday '86. Now it says in the rules that strength's are comparative to those of your own race, so basically it shows your chance out of 18, rolled on 3D6, that anybody of your own race has of performing a task that involves his / her strength. But why should a Human of STR 15 have the same chance at lifting a heavy object as a Bronth with a STR of 15 ? Well the answer of that is the Human does nt have the same chance, of course, because of the Bronth has a greater chance because he is Physically much, much stronger. we need to know how much stronger the Bronth is than the Human with the "same" stats.

This is how we get around the problem: It involves two different types of the STR statistic. I have dedicated this column to **Martin Sharland,** as his favourite Stat is STRENGTH. What follows are guides to get around this problem;

1 - COMPARATIVE (COM) STRENGTH:
This is the original STR stat that you roll up when you design your character. It ranges from 3 - 18 and is your STR compared only to those of the *same* race.

2 - RELATIVE (REL) STRENGTH:
This STR is on a much larger scale than COM STR and it shows how strong you are relatively to *other* races. It is a sort of STR index.

So, as we already know what the character's COM STR is as it is his / hers original rolled up strength. To find out what his / hers REL STR is follow the next two simple steps;

1 - Find out what STR group that your character belongs in (This group ranges from 1 - 5).

2 - Look up what your STR group modifier (SGM) is and add that number to your COM strength. You will now have a REL strength which you can put alongside the strength stat in brackets, on your character record sheet.

That's all there is to it. Below follow the charts to calculate your REL strength.

Strength group.

ACUBON / SALU = GROUP 2
BLOUNT.....= GROUP 1
BOCCORD .....= GROUP 3
BRONTH.....= GROUP 4
CLEASH.....= GROUP 1
CORASTIN.....= GROUP 5
CROID.....= GROUP 5
CRUGAR.....= GROUP 2
HUMAN.....= GROUP 2
MUADRA.....= GROUP 1
RAMIAN.....= GROUP 3
SCARMIS.....GROUP 2
SHANTHA.....GROUP 2
THIVIN.....= GROUP 1
THRIDDLE.....= GROUP 1
WOFFEN.....= GROUP 2.

Here are some STR groups for non - intelligent creatures. The numbers in the brackets are the dice rolled for their COM strength:

BEAGRE.....= GROUP 2 (2D6)
BOCHIGON.....= GROUP 5 (3D6 + 15)
CORONDON.....= GROUP 2 (4D6 - 3)
COUGAR.....= GROUP 2 (3D6 + 2)
CRILL.....= GROUP 5 (3D6 + 10)
DICHANDRA.....= GROUP 3 (4D6 - 3)
DREGLAMON.....= GROUP 4 (3D6)
DURADON.....= GROUP 3 (3D6 + 5)
FARG.....= GROUP 3 (3D6)
G. MANDARE.....= GROUP 3 (3D6)
HARNS.....= GROUP 1 (3D6)
HORSE.....= GROUP 3 (3D3 + 3)
PIBBER.....= GROUP 1 (1D3)
SCRADE.....= GROUP 1 (3D6)
SCRAGGER.....= GROUP 1 (2D6 - 1)
SLUTCH.....= GROUP 2 (2D6)
TALMARON.....= GROUP 3 (2D6 + 3)
TARRO.....= GROUP 1 (2D6)
THOMBO.....= GROUP 4 (2D6 + 4)
VODRA.....= GROUP 2 (2D6)
W. MANDARE.....= GROUP 3 (3D6)
WOLVES.....= GROUP 2 (2D6 + 3)

Now you know your STR group, here is your SGM:

Group 1 modifier = +0	(STR 3 - 18 . REL STR)
Group 2 modifier = +12	(STR 15 - 30)
Group 3 modifier = + 24	(STR 27 - 42)
Group 4 modifier = + 36	(STR 39 - 54)
Group 5 modifier = + 48	(STR 51 - 66)

The effects of high REL strength in combat

As well as the COM bonus that you recieve, you may also add one to the damage rolls for each full 10 points of REL strength over and including thirty. You also get an additional one added to armour penetration for each full 15 points above thirty.

REL STR	DAMAGE BONUS	A.P
30	+1	+1
40	+2	+1
45	+2	+2
50	+3	+2
55	+3	+2
60	+4	+3
65	+4	+3
70	+5	+3
75	+5	+4
80	+6	+4

Well, that's it. I hope you find some use for these rules in your campaigns and it does not cause too much frustration. I have found them very useful in the fact it makes combat happy players think before tackling a Bronth, Etc.,

" Companion Jorune; Ardoth" a Review.

By Mathew WJ. Pook.

The second product for Jorune released in this country, the Ardoth Companion retails for £5.95 (Esdevium Games), but be prepared to shop around as prices may vary. For your money you get 41 pages of supplementary material devoted to the city of Ardoth. The cover is a piece of artwork depicting the" Eelshon She-evid"- something you quite definately do not want to meet. Ever. The statistics for this beast of legend are included if there are any mean Sholari's who want to add it to their campaigns.

The book is produced to Skyrealms Publishings usual high standard and contains five chapters and three large maps. The first chapter is an introduction and overview of the city: it provides a synopsis on Jorunes history, a detailed history of the city itself, the area around it, institutions, weather conditions, architecture, the calender year and more. A section at the end of the chapter describes the arrival of one individual to Ardoth for the first time. This is amusing and it would be interesting to know more of Huedurt's adventures.

Two of the maps show the actual layout of the city in terms of main roads and Kimmits. An overview of each Kimmit is given before being broken down into actual neighbourhoods. The few paragraphs on each are detailed and effectively bring these areas to life. I now know for instance that if I want to enter the Cryshell Citadel I must first Kem away most of my Isho and if I want to see Earth-Tec and actually handle it, I must attend one of the "hand's on" tours at the museum of the past.

Every one of the Kimmits is given such treatment. Although this book does not go into such detail as to describe every single street and alleyway in Ardoth, it does provide enough information to give your players a distinct feeling of Ardoth's bustley atmosphere.

The third chapter gives an explanation of the city's institutions; the Dharsarge, the Chell, the Tauther/Drenn system, multiple kerning bays, military in Ardoth, and all the segments of Councils. There is even yet more background information for the Sholari, a more detailed history of the last ten years of the city. There is also some new Earth - Tec and something long awaited - Religion.

Although Terran based religions still exist on Jorune there are indigenous ones such as the Shanthic Caudal religion, now practiced by some Humans.There is also an Iscin religion for the Iscin races to follow.

The final chapter is the shortest, consisting of a listing of the percentage make-up of the city according to race and additional encounter tables to complement those in the Sholari Guide.

The Summary: I think that this is one of the best city packs I have seen in a long, long time, it is inexpensive, detailed, well laid out and easy to use. If Skyrealms continue to publish such excellent supplements I will be well pleased!

Money, money, money.

By Alex Blair.

Have you ever had the problem of having to stop right in the middle of the flow of some really good role - playing having to flick through pages of text to find price and equipment lists, and find what the players want to purchase is not included and you don't know how much to charge them for a "new" piece of gear?

I have come up with the solution to this dilemma. It is a set of tables that convert the pound into Burdothian currency, so all you have to do is think of the cost of the item in question in our terms then convert it to Jorunes using the following tables.

Value

1 GEMULE = £00.33
100 GEMULES = *1 GEMLINK* = £33.00
10 GEMLINKS = *1 GEM* = £ 330
10 GEMS = *1 GEMCLUSTER* = £ 3,300
10 GEMCLUSTERS = *1 GEMSTAR* = £ 33, 000

Conversion from pound to gem

£1 = 3 Gemules
£2 = 6 Gemules, Etc.,
£10 = 30 Gemules

£20 = 60 Gemules
£ 30 = 90 Gemules
£ 40 = 120 Gemules = 1 Gemlink, 20 Gemules
£ 50 = 150 Gemules = 1 Gemlink, 50 Gemules

£ 90 = 270 Gemules = 2 Gemlinks, 70 Gemules
£ 100 = 300 Gemules = 3 Gemlinks

£ 300 = 900 Gemules = 9 Gemlinks
£ 400 = 1 Gem, 2 Gemlinks
£ 500 = 1 Gem, 5 Gemlinks
£ 600 = 1 Gem, 8 Gemlinks
£ 700 = 2 Gems, 1 Gemlink
£ 800 = 2 Gems, 4 Gemlinks
£ 900 = 2 Gems, 7 Gemlinks
£1000 = 3 Gems, 1 Gemlink

£2000 = 6 Gems, 2 Gemlinks
£ 3000 = 9 Gems, 3 Gemlinks
£ 4000 = 1 Gemcluster, 2 Gems, 1Gemlink
£ 5000 = 1 Gemcluster, 5 Gems, 2 Gemlinks
£10,000 = 3 Gemclusters, 3 Gems, 3 Gemlinks

The coins of Burdoth

From the information we are given in the players book we can deduce that the economy is based on the Gem. Now the Gemule ('Yule) is worth about 33 pence on our planet. As you can imagine the Gemule is used in the same way we use " small change".

'Yules will be used for tips and the like (the odd Thivin fast food snack ?), as they are small and inconvenient to carry around in large numbers. There are also several "yule - pieces". These come in the following form;

5 'Yule Piece known as the *"Esmin"*
10 'Yule Piece known as the *"Jarid"*
25 'Yule Piece known as the *"Jennin"*
50 'Yule Piece known as the *"Arf"*

The 'Yule and the Esmin are both made from a Brass - like metal, the Esmin has a small lump in its centre to be distinguished from the 'Yule and the Jarid. The Jarid is made up from a brass/Nickel type alloy that is lighter in colour than the Esmin and 'Yule. The Jennin is made from steel with a small amount of copper in it to make it harder to copy, as the pigment is impossible to reproduce without knowledge of the exact steel/copper ratio.

The most common coins that the average person is going to be carrying around are going to be the Jennin and the Arf. So it follows that they are going to be easy to recognise from each other and also that they are both small and compact. The Arf is Pure steel that is endowed with a most complicated design. The next coin up is the Gemlink (worth about £33). The Gemlink is a large coin with only one sub - coin; the 5 Gemlink Piece.

5 Gemlink Piece: The "Lilic"

The Gemlink is a solid brass - like coin that is heavy. It is well - known that a purse half - filled with Gemlinks is a very good defense against muggers. The Lilic is a lighter coin made up of copper and nickel. It is odd looking for there is a hole punched through it, ruining the Dharsarge engraving upon its surface.

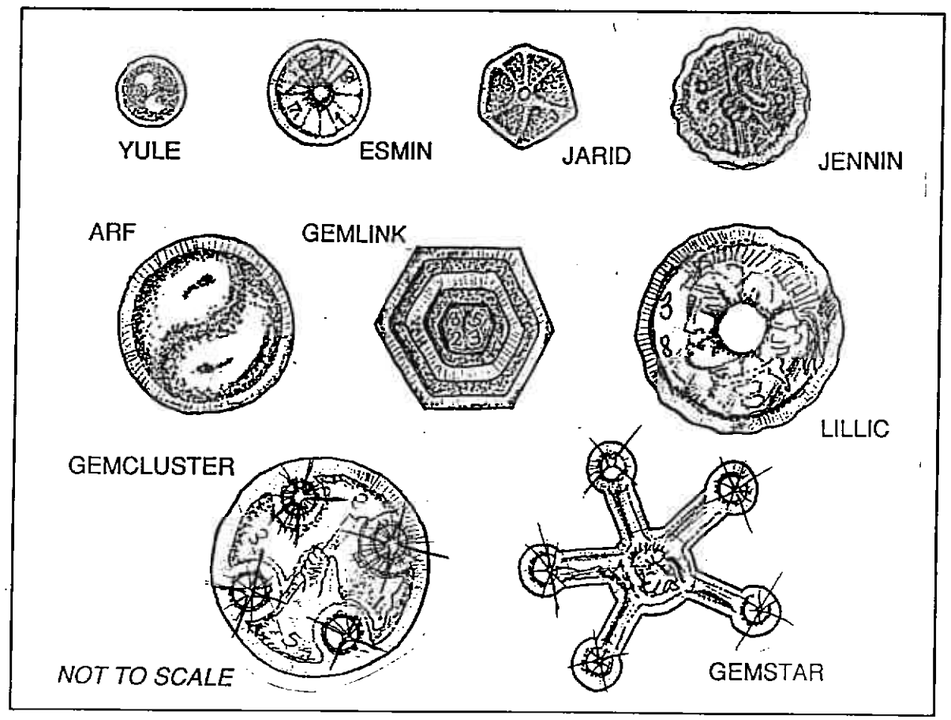
The Gem is the base of the currency, and is worth about £330 so it unlikely many people carry alot of these on them. They are quite hefty, and made from the same metallic mix as the Lilic.

The Gemcluster is a large coin that contains four Gems in it, that are multicoloured and worth three to four Gems in total. The crafting on this coin is quite excellent as all these coins are hand - crafted (as opposed to all the other smaller coins that are minted). The coin is made from a silver / nickel compound that looks looks very similar to pure silver to the untrained eye, but is far cheaper to produce.

If you are ever lucky enough to hold a Gemstar you will notice that it is a work of art in itself. Anyone lucky enough to own these in quantities will make sure they are kept under the best lock and key money can buy. The coin is made of a Gold / Silver mixture that has a redish tint, due to a secret chemical added during the melting process. The five Gems embedded in the coin are many varied colours. The order and type of the gems can tell you the year the coin was made in. The coin is finished off with a silver trim.

All coins apart from the Gemcluster have the Dharsarge crest and date on them.

In upcoming issues I will discuss finance and take a look at the monetary systems of other races and cultures. If you have any comments or further notes of discussion please write in.



Scenario Jorune;
THE THRIDDLE OF RHODU

A tough Mini - campaign
for three - four player characters.
By G. Gray, 1989

Introduction

The adventure is set in Rhodu during Mid - Mullin. You can use this as the second scenario in a multi - part campaign with the skyrealm Kolovisondra being the first. If you find the module slightly lacking in detail this was intentional : All the relevant information to run a smooth, rollercoaster ride gaming session is here, thoughthere is room to accomodate your own sub - plot's and idea's. There are no date references apart from the season so slotting it in to your campaign will be a simple matter.

Background information

A Thriddle travelling to Rhodu to rendevouz with four Kee has been kidnapped by a band of pirates operating off the south coast of Anasan. He was carrying vital military information needed urgently in Tlon. Once his four friends had been met, the small group of Thriddle would set off to Dobre immediately.

So the player- characters land the task of finding the missing Thriddle and bring him back alive to his friends, preferabley with the information he was carrying.

A land based merchant who is connected with the pirates makes an appearance in the story and depending on the characters actions, may make future trips to Rhodu extremely uncomfortable for surviving adventurers. The plot will unfold as you read through it. Remember - by filling in a little more descriptive detail you turn this into your own custom designed module. Enjoy!

Players introduction

It is Mid - Mullin in the dingy port city of Rhodu. After ending a sprawling adventure several days ago, the player - characters are getting some rest and recuperation in this hot, balmy place. One afternoon the group are approached by four Thriddle.

Their apparent leader is an elderly Fadri named KIRU - LO - TRAN, who uses a walking cane. LIRRA - SENSAI, a younger Kis and apprentice to LO - TRAN. Two brothers finish off the ensemble; MIRRIN and SAREH KOHTEL. The former is a studios Querrid whilst his Kee is reckless and energetic.

The approach may be made in the THOUGHTFUL THIVIN inclep, where the Thriddle are staying. It is fifteen minutes walk from the docks and is classed as a comfortable Inclep. The regulars of the Illidge are quiet Bronth and weary tradesmen. You will not find a fight here.

Kiru - Lo - Tran begins his friend's tale of woe, after formal introductions are made;

" Friends, you must help us. We are in need of a small group of trustworthy souls who enjoy pitting their skills against the pirates and cut-throats of this fair land. By your looks I can see you are experienced and dangerous yourselves. Would you ally with the Thriddle for further knowledge of cultures and languages, inner peace, and the warm, friendly haven of our Mountain Crown whenever you so desire it ?"

The Player - characters better say yes or this is going to be a short adventure! Lirra - Sensai continues -

" Gentlemen, One of our kis should have arrived here to meet us over a week ago but has not arrived. Neither has the vessel, "Celestial Queen", he was a passenger on from Tan - Iricid. Na-sim Kohtran was bringing us valuable documents that must not be lost and we fear for his safety. We would ask you to find and return both Kohtran and the documents."

If questioned about the Scrolls they will reveal that they contain information desperately needed in Tlon. Although the Thriddle have been enquiring down at the harbour for news of the missing ship the sailors apparently have no knowledge of its fate, though rumours of pirates operating in the sea's along the Coasts of the West Trinnus have been elicited.

The Thriddle cannot pay the characters money for their mission but can help them in their Knowledge skills. Of course any booty found may be kept bythe characters. The Thriddle will await any news at the Inclep. The Players are on their own from this point.

Down at the harbour

Any sailors asked about pirates nearby will look at the Player - characters intently and respond with curt "maybe's", "We haven't seen any", etc., The most any sailors will reveal is that there were pirates but there has not been any ships attacked in the last couple of months and, with a shrug, suggest that the pirates have moved on or chosen the wrong ship to pillage.

There is a 20% chance they will come across a sailor who says he was a survivor from a pirate raid only three weeks ago, and that the pirates were madeup of Humans, Boccords, Woffen and Bronth. At the time he was a crewman on a speedy vessel taking rusper to Sharridan - the ship managed to repel the pirates but at a dear

cost in lives. He is very nervous and jumpy as he talks to the characters (the character's must also offer some sort of bribe to the dude to extract this information).

Whilst the characters are in the dockyards make them realise everyone is either hiding something, too frightened to talk or very suspicious. Worry them.

The pirates are real and are still operating in the area though they are being careful in the ships they raid and laying low. The pirates get tipped off as to which vessels to raid from an informer in Rhodu. There are also some pirates knocking around the harbour; they are safe as no - one knows them. As the players are sniffing 'round the docks they pick up the attention of one of the informers hireling's and that night the characters are set upon by six thugs made up of two Woffen, one Boccord and four Humans. The Player - characters suddenly find themselves surrounded whilst passing through a quiet area. The thugs are not subtle, nor particularly skilled, and will attempt to kill any character they can. For stats look up the back of the module.

The attackers will appear at both ends of a narrow alley and advance quickly upon the Player group. Since the adventurers have been walking around the harbour and maybe the local market they will not be (or shouldn't be) heavily armed or armoured. Rear ends of small cleps back onto the alley and several shuttered windows look down onto the cobbled way. The shutters can be relatively easily primed open with a knife. The characters should not be given chance to flee. They must despatch the Boccord at least, and maybe frighten off the other young punks, for in the back pocket of the Boccords trousers is a scrap of paper with 2 Gems rolled inside it. Written on the paper is the name DARON KILSAR.

A few minutes after combat is resolved running Yords will be heard approaching the alley. The characters must leave the area fast. Once back at their Inclep, they have time to heal any wounds and go over the days events.

Daron Kilsar

This thirty five year old is the Anasan equivalent of a Drenn and resides in a well guarded villa 3 miles south of Rhodu city. He controls many ships indirectly and through informers knows what ships are in port and what they carry. He is the brother of Karn Kilsar, the leader of a band of pirates that reside on an island, south of the Western Jungle Lands. He is their informer as to which vessels to attack and when to stay low. For this service he recieves a good share of the loot.

He is known and repected by other merchants in Rhodu for he is a succesful merchant himself and owns a large trading ship. The other captains do not know that Daron is the mastermind behind their losses. His crew are a rough but loyal lot who will refuse to give any information to enquiring persons about their employer.

Some downtown Thivin merchants have heard of Kilsar and could reveal a little seedy information about him (not too seedy though, he is a seemingly respected man). Several street urchins know where he lives and for a price (a few 'yules) they will direct the characters where to go.

Obviously the Player - characters should now break into the merchants home and find out more about his involvement in their attack: they will also find out more about the pirate conspiracy. If he is captured and questioned it will take a long time to extract information on his brother, but if faced with death he will give in. If the characters let him go in Rhodu he will immediately go for help and kill the characters. Depending on how thoughtful your players are there are several ways of getting the man out of the way without murdering him.

Below is the description of Daron Kilsars home. Daily deliveries of fresh vegetables and fruit are made by a farmer living outside Rhodu. At night, ladies travel to his home calling on the garrison there about three times a week. All the women are from an infamous Flesh-pot in Rhodu; the "Scarlet pearl". If any adventurers enter for a wild night they have a good chance of observing several whores leaving for the villa.

The day or night the characters plan to leave Daron sets off from a secret cove , south of Rhodu, to visit his brother on the island in the south seas. Half his villa guards accompany him, leaving his home less defended.

Daron Kilsars Villa

OVERVIEW: Through thick forests the tall walls of the villa are not easily seen. A gravel track runs up from the road to Bakstaan towards the house. A few metres from the path a swift running river flows down from the hill the villa is on. Travelling up the track it forks, leading to the main house and the Thombo pound and stables.

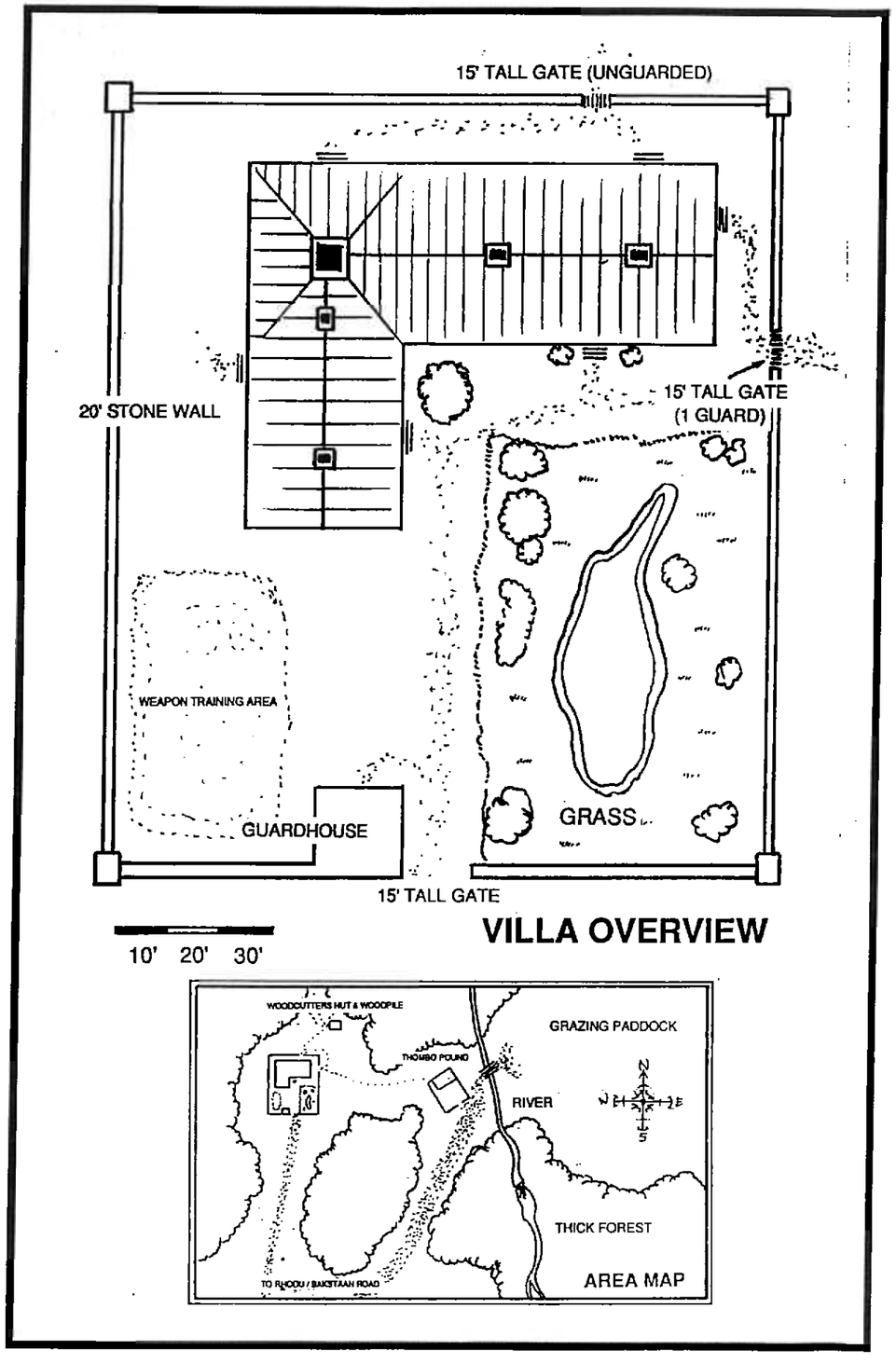
THOMBO POUND: Kept here are 2 Lothern, 2 Horses, 15 - 20 Thombo and 2 Talmaron. To look after the animals are two beastmasters, who reside in the main building, and 6 stablehands (the children of household servants).
The young teenagers stay above the stables in a well kept loft. All tack is kept below in the stalls. The doors to the stalls are kept locked with wooden crossbars. There is a ten foot tall fence around the paddock area.

THE WOODCUTTERS HUT: To the north of the main house is a small wooden shack containing axes, rope, lanterns, some oil, and waterproofs. Asmall bedcot and a couple of chairs occupy the space in front of the small hearth. During the day the woodcutter only spends 30% of his time here and 90% during the night.

He is quite old and a *non-combatant.* He also has 3 dogs that he adores. He will give his dear life to protect the animals, and thet theirs. The dogs will fight to protect their master who is a little crazy but gentle and quiet. He was Daron kilsars fathers friend before the old man died and Daron lets him stay on the land and feeds him in the house. The woodcutter is well-liked by the staff.

THE HOUSE OVERVIEW: The gates on the perimeter wall are wooden, bound with metal and barred on the inside. There is a 60% chance the northern gate is unbarred at any one time.

The walls are 20' tall, of smoothed stone and 3' thick.



In the guardhouse, 4 men are stationed in the two story affair. Below weapons and basic equipment are kept whilst upstairs is a moderately comfortable. 3 couches and a long table bask in front of a large fireplace.

Inside the house

First, read all the details on the house layout and decide your own routine for guard patrols, timing and routes. There are 22 guards as well as several highly - skilled masters of various types (Weaponmasters, Beastmasters and so on). There are about ten kitchen staff, all of which are non - combatants.

The routines of the people in the house are up to you; you may have them static during the time the characters enter the house or have them move around. Remember, the characters are not likely to stay in the villa for long so unless they are discovered the residents should not be doing to much, unless it is a busy time such as mealtime or changing of the guards.

LEVEL ONE (GROUND FLOOR)

A - LOUNGE: Couches, a wine cabinet, two bookcases and an ornamental hearth make this room look plush and comfortable. A couple of musical instruments lie about (your choice).

B - COATROOM: A storeroom for coats, small amounts of firewood, waterproofs and basic household gear. There is a 20% chance the northern door is open at any time, regardless of occupation.

C - GUESTROOM: (unused?) Bed, desk, cupboard, etc.,

D - GUESTROOM: As above.

E - KITCHEN STAFFS ROOMS: Basic living qtrs. Two young men or women to each room. 80% female servants. Will put up no resistance unless a loved one is threatened. Very little money and no valuable possesions.

F - KITCHEN: Large kitchen area. The most modern stoves etc., Usually busy with at least two people.

G - GUARDROOMS: 2 beds and three or four basic weapons in each room. 45% chance of being occupied with off - duty men. Roll 1D6 for found items; 1-2: nothing. 3 ; 1D6 GL. 4; (+1, +1) weapon. 5; 1 random limilate. 6; 1D100 GU

H - GUARD RELAXATION, MESS AREA: 70% chance of having men in. Large games room with several long tables.

T - TOILETS.

Level two

A - DARON KILSARS BEDROOM: Fine rugs, a large bed a couple of desks (nothing of interest within) and a dressing table accompany the well - stocked clothes - cupboards to fill the room. Opulent scent is a tell - tale sign that Sharise, kilsars wife was in the room. She is always here at night.

B - STUDY: Behind a locked door (-3 SL to pick) is Daron Kilsars study. A fine carpet lies under 3 chairs and 2 desks. 3 paintings hang on the walls - a landscape of the villa - a portrait of Darons wife - and a portrait of Daron with his brother (a tall, bearded man with a hook instead of a left-hand) - they are standing in front of a large ship (Daron's own) - it has red sails with a black raven on them.

In a desk, within a secret compartment, is a parchment map of the isles south of the Western Trinnus and one of them is circled. Also there are 7 gems along with it. On the other desk are quills, papers and maps but all are ligit' and hold no information of Darons unlawful activity.

C - CHILDS PLAYROOM: Darons two young daughters (aged 6 +7) stay here.

D - EMPTY GUESTROOM: Similar to those on the ground floor.

E* - TOILETS

E - MAIDS ROOMS: Same as kitchen staff, only all female (inc. 2 young Woffen).

F - GUARDROOMS: Same as ground floor.

G - WEAPONMASTERS ROOM: 1 bed, desk etc., Roll twice on guardroom found item table.

H - WEAPONMASTERS ROOM: As above.

I - UNUSED 2- BEDROOM.

J - BEASTMASTERS ROOM: A little tack, 1D6 GL, and a skin of Rusper.

K - BEASTMASTERS ROOM: As J

L - HEADCOOKS BEDROOM: Lots of recipe books.

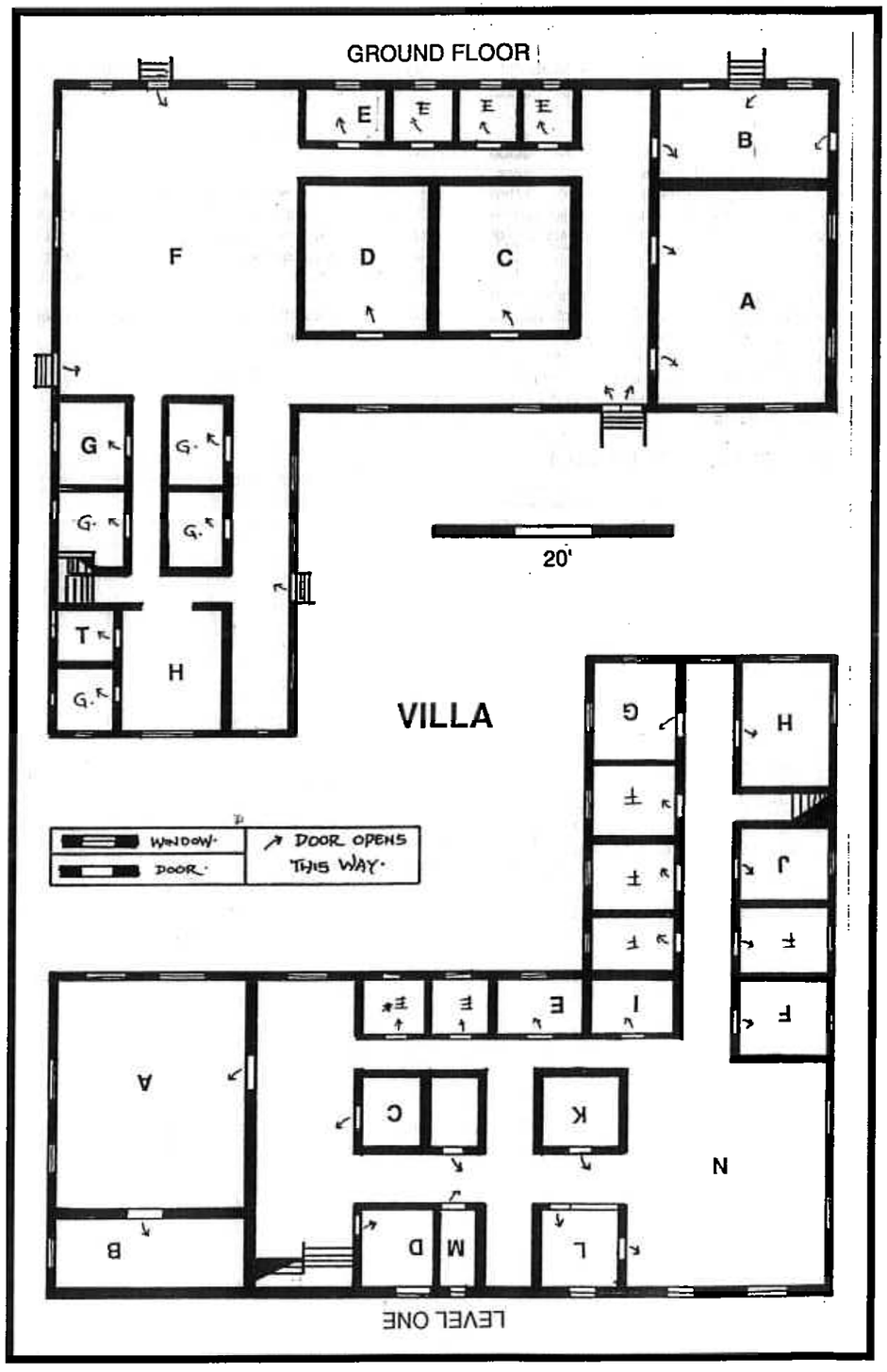
M - TOILET

N - GAMEROOM / RELAXATION AREA: For rest of houshold.

Getting to the pirates island to rescue Na - sim Kohtran

Once the players have the map or tortured a guard for its location (30% chance a guard will know where it is), they must draw plans for travel. The Thriddle may be informed of the characters new knowledge if there's time but this is not vital. If the characters caused much bloodshed up at the villa very soon rhodu will be crawling with both Kilsars hirelings and yord's. If there were no deaths the yords will not be informed.

The characters have a few options of how to reach the island; They could hire a small ship and sail there, but the chance of being detected by the pirates is very great, warp in; they could find a Shantha to sell them a warp map and White crystal. Another option is to hire a Talmaron handler with several Talmaron to fly them there. The trip would be in two halves; a days journey


GROUND FLOOR
E
B
F
D
C
A
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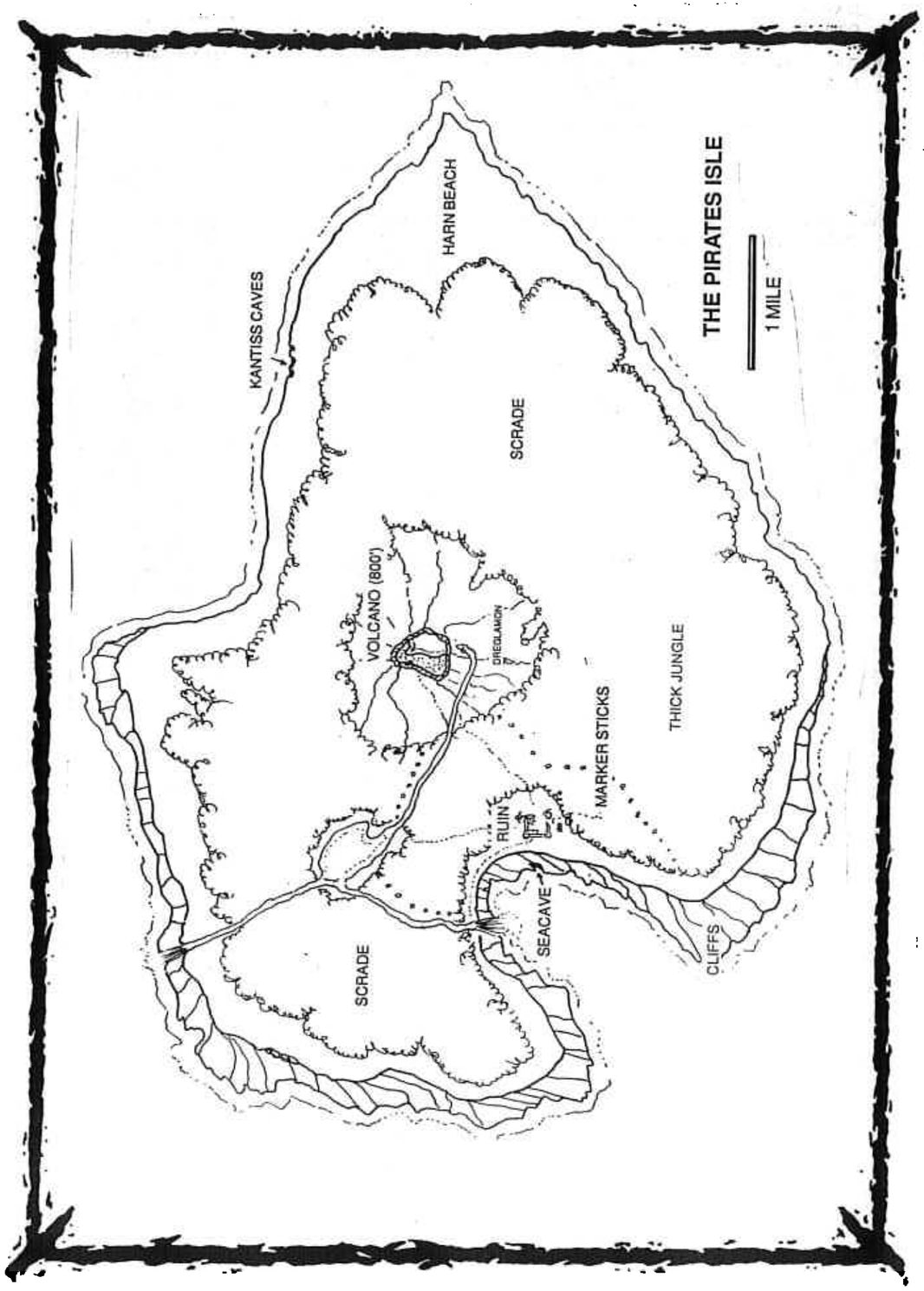
T
H
20'
VILLA
WINDOW
DOOR
DOOR OPENS THIS WAY
LEVEL ONE


THE PIRATES ISLE
1 MILE
KANTISS CAVES
HARN BEACH
SCRADE
VOLCANO (800')
DREGLAMON
THICK JUNGLE
MARKER STICKS
RUIN
SEACAVE
CLIFFS
SCRADE

over the Rorae Sea to the West Trinnus, then stop for a few hours. It will take about one more day to fly over the ocean to the pirates stronghold.

Ship captains will be wary to take them if they mention their intentions and the pirates so will charge a hefty fee. There is a 40% chance that a reckless captain will be found who will gladly take them for the normal cost and maybe even help them in difficulties.

The pirates hideout

There are several islands , all small and uninhabited by intelligent races, south of Rhodu. The pirates island lies about 40 miles out.

The island in question used to be a military outpost and characters from Anasan or trained Iscin in Tan - Iricid should make a History or lore roll. If successful then they will remember that the island was overtook by Kantiss (a new creature detailed in White Wolf #14, and summarised at the back of the module).

The fort on the isle is now semi-ruined and their are caves and grottos beneath. It is only a small island and on its northern side a tribe of Kantiss reside in cool grottos. The pirates stay away from them, though Kantiss make regular attacks on those that wander to close to their home.

Island overview

HARN BEACH: The blue, warm sea rolls gently onto a calm sandy beach. It is very tranquil, except that there are 1D6+1 Harns below the sand which will attack anything that moves over them. A spot roll in some driftwood will uncover one portion of dried Mirame.

KANTISS CAVES: Spot to see a Kantiss entering one of three caves, just above waterlevel. Anyone within 1/4 mile from the caves will be met by a Kantiss, and any vessels passing round this side of the island will be attacked by 4 kantiss, who will rise stealthily out of the waves onto the ship.

THICK JUNGLE: A hot and sticky rainforest. The characters must abandon any bulky armour or dehydrate, losing one stamina point every 30 minutes. Scrade infest the area. Spot to notice the marker sticks near the pirates paths.

VOLCANO: An 800' tall extinct volcano and its cone now has a small lake in it. Here it is cool, sheltered and away from prying eyes. Spot to find a tunnel that leads down into the kantiss grottos.

There is a 30% chance a basking Kantiss will be found here. Beware the Dreglamon at the foot of the south slope!

The rim of the volcano is 60' across and the small lake lies at the bottom of a 20' scree slope.

The characters may encounter unarmoured pirates sunbathing on the western slope.

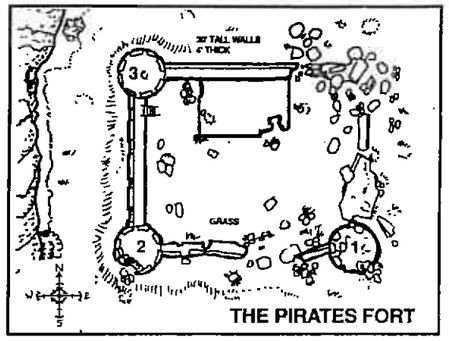
STEEP CLIFFS: 300' high. Very windy but easily climable.

The old fort

An old watch tower and sailors rest, the place was deserted 60 years ago, when the Kantiss arrived from the south and there was much loss of life. The ruin and island has been avoided ever since.

There are 3 towers still standing in various states of decay and what is left of the keep. There are usually 30 - 40 pirates in residence here, and below the fort.

At the time the characters arrive Daron Kilsar is visiting his brother, Kam Kilsar and the two are deciding what to do with the Thriddle. Darons ship holding 30 men is moored in the dock cave below the fort.



TOWER 1: This place is now only a single ground floor with lots of rubble around it. 5 pirates reside here (35% chance of 1D6 men here) and the room contains 5 bedcots, 3 chairs, a couple of tables and a variety of basic weapons.

Spot to find the hidden chest that contains 2 Cleash eggs, a Whosin, 4 GL, 35 GU and a mail helm.

Four slavegirls can be found here 60% of the time. They are frightened but resigned to spending the rest of their lives being mistreated by the pirates. They are all good looking though their dirty clothes and faces hide their beauty.

TOWER 2: Still retaining its first floor, this tower has 2 levels. The roof of the first floor is covered in rubble and cannot be reached from within. 5 pirates and women reside in the ground floor and 4 Woffen stay above them. In the Woffen's floor a small sack of 4 portions of random limiate can be found with a successful spot roll.

TOWER 3: The tallest and best preserved structure has 7 pirates in the ground floor, 2 Boccord and 3 Men on the first floor and a ladder leads up to the highest level. This tower is occupied by 1D6+2 pirates at all times, though of course not necessarily on guard duty.

The top level holds Kam Kilsar, the lead pirate and 2 nubile slavegirls. A proper stove, large fireplace and rugs make this large room warm and comfortable. It is gaudily, though plushly, furnished.

A quick spot will reveal a half - finished ransom note addressed to Tan - Iricid and several gems.

The slaves are in this level 90% of the time and Kam is here roughly 60% of the time when not on a raid.

THE FOOD HALL: A large, opened windowed hall that was once the Keep of the small outpost, is now the sight of the pirates mess hall. 4 large tables and several benches provide the furniture whilst a large stove, pots and pans, storm lanterns, rusper barrels, food barrels and dry firewood fill out the hall.

At the back of the hall, cloaked in the shadows of one corner, lies a narrow tunnel leading down into the chambers under the fort.

6 pirates also sleep in the opposite corner, and they do the cooking and upkeep of the building (not very well!) and they will be here 80% of the time but are often drunk.

The caverns below the ruined fort

A: Coming down the stairway from the mess hall a large chamber is visible; Rugs lie on the floor and a table and bench are shoved against a wall. 2 storm lanterns illuminate the area.

There are some crates holding Rusper, Stomeh, clothing, basic equipment, books and a barrel containg lantern oil.

A long, rough rope bridge crosses a chasm to the northeast. The chasm drops 150' into an underground river leading to the dock cave. The bridge must be crossed slowly or an agility roll must be made to guard against falling off.

There are 2 pirates on watch duty here, one a Boccord and the other a woffen. These two are used to guarding with each other and have become avid Byshik Board players. There is a 45% chance they will be in the middle of a heated game when the characters encounter them.

B: Dimly lit by two lanterns, this chamber is bare, except six crates holding salted meats.

C: The tunnel slopes down to a watch post where two guards stand on duty, one is usaully a Muadra. To the north a lantern lights a north-west tunnel but a tunnel leading off to the east from the watchpost is very dark.

This eastern tunnel slopes gently down, passing through three scragger communitys, for four miles where it comes to a bricked up dead - end, behind which lie the Kantiss caves. The tunnel gets colder and damper the further away from the pirate passageways.

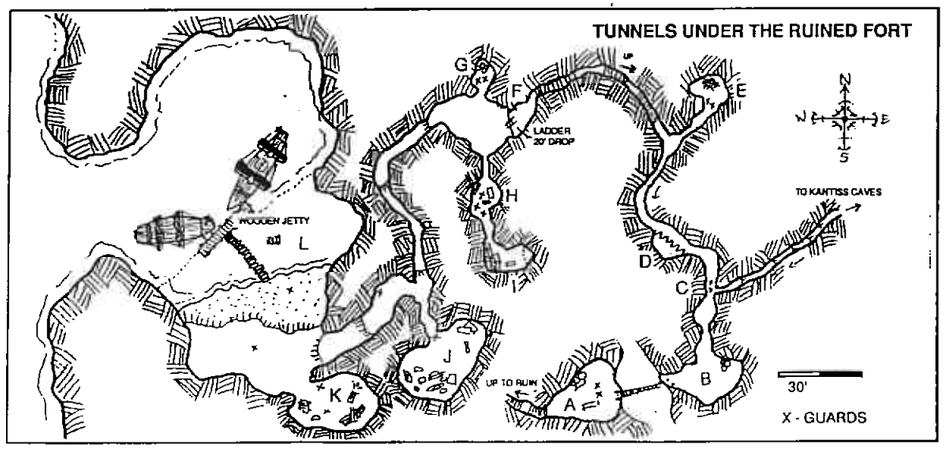
D: A warm cave containing Furs, chairs and bedcots. A heavy hide covers one wall stopping the warmth from escaping. A small crack in the ceiling provides a natural chimney. Here several women reside. Apart from a few dregs of Arrigish and a handful of yules the slaves do not own or keep anything of value in the chamber. For the hope of freedom they may help the characters.

E: Limilate Room. Two guards protect a decent supply of Arrigish, Shirm-eh, Hilc, Doul and Keether. There is enough for four portions of each.

F: The slippery steps lead down to a 15' ledge 20' above the large cavern floor. A wooden ladder provides access for descent. The air is salty and cold here. A light breeze causes a wall - torch to flicker.

G: Several barrels of Rusper and Sarla Dark wine are stored here. Unbeknown to the pirates one barrel has a false bottom containing two powercells.

H: Two lanterns, a brazier and a table with chairs adorn this cave. Some bone dice lie on the table next to mugs, scraps of food and the like. The three guards on watch here tend to argue alot.



I: Crates of bedclothes, Thombo tack, weapons, musical instruments, provisions, Etc., pack the entrance to this cave. At its rear there is a barred alcove that forms Na - Sim Kohtrans prison. Here the cold, sad, hungry Thriddle solves mathematical puzzles to keep his head together.

Once out of the cell, that can be opened by sliding a bar on the outside of the door he will reveal he has eaten the documents but not before memorizing their contents. The frightened Thriddle informs the characters that if he had a White Crystal he could open a warp from the middle of this room that should open in Anasan somewhere. If tried the Thriddles calculations are wrong and the warp opens in the centre of a Scragger outing in the tunnel leading to the Kantiss caves.

J: Large booty cave. Furniture, statues and other large items are kept here awaiting export. None of the itemscan be moved without great effort.

K: Boat repair chamber. Equipment, wood, hide, nails and allsorts are scattered round this large cave. A not - quite finished dingy lies upside down near the entrance. Although looking seaworthy, the vessel will sink in five minutes unless it is completely built.

L: The dock cave is a huge water - filled cavern. Two boats are moored here at present; Daron kilsars trading vessel and an ex-gire ship the pirates use. The crews are either relaxing or maintaining the vessels.

Shallow, warm water covers one side of the caves floor, reached by a pebbly beach. A Bio-Tec Genon jetty has been gown over the shallows to the wooden dock platform near the deeper water.

At the line of the two depths a strong net lies hidden under the water to stop the Kantiss coming in.

The Kantiss Grotto

Cool and dark and wet are the caves of the Kantiss. A malevolent mystery, The small group of Kantiss remain here fishing and basking. There are several Kantiss , who after being shot at by the pirates are voilantly dangerous towards man- like beings. Thriddle have never been seen by the Kantiss but Na - sim knows a little about their ways; He may be able to stop them attacking if the characters haven't come this way before.

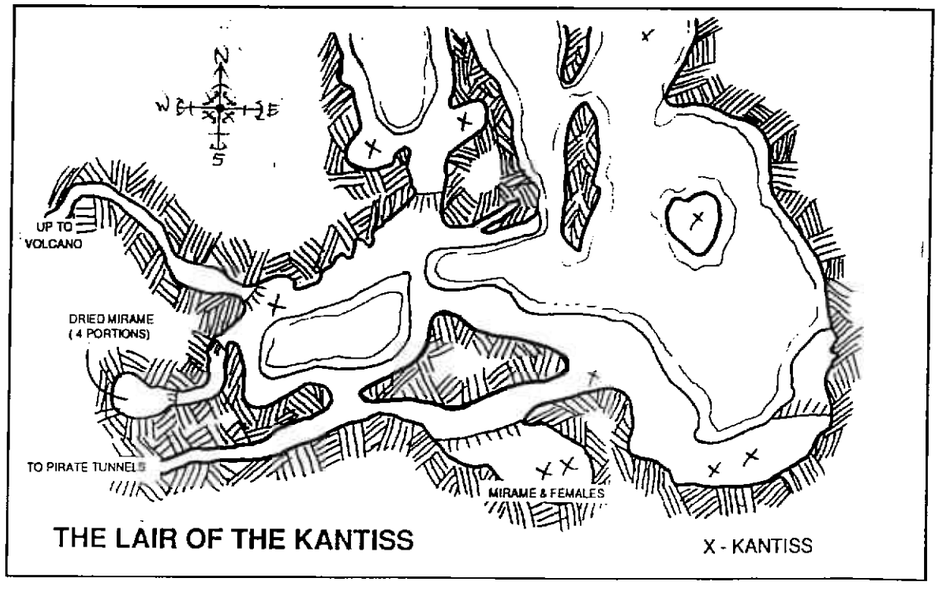
Ending the adventure

Once the party have the Thriddle they must escape the Island. If in a boat, the pirates may chase them. If the characters warp out from anywhere but the prison - cave they will end up ten miles south of Chain - Imagri. If on Talmaron back they should be alright, depending on the weather.

If either the Kilsars survive, Karn will dedicate his life hunting them down and Daron will get them if they come back to Rhodu. Maybe the Merchant will go to Ardoth to arrange an illegal Earth-Tec deal and bump into the characters on the street. It's all up to you.

On Talmaron back it will take a couple of days to get to Rhodu and reach the Thriddle waiting there and by then news may have spread making it dangerous for the characters. As said before, the Thriddle cannot pay materially but will offer the characters free, unlimited acces to Tan - Iricid and much help in their expansion of worldly knowledge.

So ends this issues adventure. Hope it comes in handy. Statistics follow for the N.P.C's.



THRIDDLE OF RHODU
NPC STATISTICS

The following details give the outline of the Non-player characters encountered in the module. True "stats" are not given allowing you to create individual characters for your own campaign. Also, if you have used the scenario as is, here is where you do some work. You will be able to play the characters much better if you are involved in their creation.

The punks in Rhodu.

Boccord: Tall, Brown haired with beard. Mid - twenties. No armour except Leather breaches. Stamina above average, combat advantage +1. Experienced with his Axe, Familiar with Knife. Punks contact with Kilsar. Carrys 3 GL.

Humans: Young thugs. All familiar with Sword and Knife.
One is Experienced at throwing rocks etc., and carrys a Blinder capsule. Average Stamina. Wear combinations of Leather and Mail. All carry between 2-4 GL.

Woffen: 2 Woffen Ex-sailors. Early twenties (Woffen related age) and both wear Mail jerkins. Both are familiar with swords and one is experienced with a club. They carry small skins of Stomeh and have 60-80 GU.

The Woodcutters Dogs.

Treat as Wolves but reduce 2 from their attack strength and defence size.

Villa Guards.

Humans, Boccords and woffen: All armoured with mail armour and experienced in their chosen weapons. All average stamina and have supplementary missile skills at a high Familiar levels. All guards carry 45 - 90 GU and a random object: Roll 1D6 - 1: Small musical instrument. 2 - Byshik Board. 3 - 4-5 Cleash eggs. 4 - 1-3 GL. 5+6 - Wineskins.

Weaponmasters.

Both wear Grunder armour, have above average stamina and are seasoned in their chosen weapons. They have 2 chosen weapons at this level and 3 at experienced level. Roll twice on guard possesions above for carried items.

Daron Kilsar.

Average stamina, above average Spot/Listen. Inexperienced with the Blaster he carrys but has 2 Power-cells and 2 Slab-ammo's on him. Wears Grunder armour. Uses a shield in conjunction with an Axe, which he is Experienced with.

He is a little overwieght, has a dark complexion and is ruthless. Wears 5 GM's of Jewellery but carry's little money. He is an Experienced Thief, Seasoned City man but an Inexperienced sailor.

Karn Kilsar.

Above average stats all round. Wears Grunder armour, and wields all his weapons at an Experienced level apart from a Laser pistol he is inexperienced with. He uses a hook on his hand which acts as a +1,+1 Knife at Experienced level.

He is tall, dark and bearded, lean and strong. An excellent leader of hardened criminals. He is a little paranoid though. He carries 1 weapon as well as his Laser and hook. The laser has 1.5 Power-cells left. Money, he carries 6-8 GM's.

He is an experienced Sailor and navigator, Familiar in Githerin skills and familiar in Prac. Knowledge skills.

The Pirates.

Made up of Bronth, Woffen, Boccord, Muadra and Human. Humans are the largest percentage with Bronth only numbering 2.

Use any old characters, NPC's or new characters to play the pirates. They are comparable to the Villa guards but choose Ocean related skills first. The Muadras are Dytes and not very good at them, but one or two could surprise the Players.

The Kantiss.

These are Native Jorune ocean dwellers with borderline intelligence. Although they can cast Dyshas, they do not study the Sho-Caudal like their Shantha relatives. Kantiss tend to be hostile to Humans through conditioning.

They resemble Shanthic "Mermen", and have long, strong tails. Their Tusks, when ground down act as crystal dust and the "Mirame" seaweed used by the female Kantiss during breeding can be taken as a drug that gives the Taker limited Tra-sense for 1 hour. The seaweed acts this way when it is thoroughly dried out.

The Kantiss communicate by changing their copra's and have excellent Tra-sense. The information below is a average Kantiss. For more details of this creature read White Wolf #14.

Above average stamina, and strength. Experienced with Claw attacks and Familiar with Tusks. Familiar at aiming their Dyshas. Leather skin acts as armour. Advantage bonus -2, +2 in water. Attack bonus of +1. Dyshas follow roll for random Skill level: Faint, Darkness, Body Freeze, Drain, Craze, healer. Isho points - 60 Color - 50.

Combat damage.

By Alex Blair.

The Jorune combat system can be lethal at times and your players will soon begin to tire when his/her favourite character is down to only one major limb and a pile of red sludge. So to get around this problem we can use the following system, it will stop the characters from dying but will reduce their stats very quickly. By the way, this system can also be used for your favourite NPC's to keep your infamous villains around a little longer to worry the players.

Whatever you do don't let the characters carry on fighting after taking a crippling injury. *(In my opinion, if the players get into a combat situation of their own accord or out of carlessnes a Sholari would be quite fair to put any injured characters out of the game - Geoff)*

Remember: These reductions are permanent.

1 - LOOK UPON THE TABLE BELOW AND SEE WHAT STATS ARE AFFECTED BY THE WOUND RECIEVED THEN THE PLAYER MUST ROLL 4D6 AGAINST EACH ONE OF THOSE CHARACTERISTICS.

2 - IF THE ROLL IS FAILED THEN THE STAT IS REDUCED BY THE AMOUNT IN COLUMN "B", UNDER THE " STATS REDUCED BY " HEADING. IF THE ROLL IS MADE (NUMBER ROLLED IS LESS THAN THE STAT) THE CHARACTERISTICS ARE REDUCED BY THE AMOUNT SHOWN IN COLUMN "A"

3 - IN THE CASE OF MULTIPLE INJURIES ONLY ROLL FOR THE WORST DAMAGE RESULT IN ONE AREA.

DAMAGE RESULT	LOCATION	STATS EFFECTED	STATS REDUCED BY A /B
MAJOR			
	ARM	*(STR, AIM)*	0 / 1
	LEG	*(SPD, AGI)*	0 /1
	BODY	*(CON, STR)*	1 / 1D2
	HEAD	*(SPD, LIS, AIM, LRN)*	1 / 1D2
CRITICAL			
	ARM	*(STR, AIM)*	1 / 1D2
	LEG	*(SPD, AGI)*	1 /1D2
	BODY	*(CON, STR)*	2 / 1D2+1
	HEAD	*(SPD, LIS, AIM, AGI, LRN)*	2 / 1D2+1
DEATH			
	ARM	*(STR, AIM)*	2 / 1D2+2
	LEG	*(STR, CON, AGI)*	2 / 1D2 + 1
	BODY	*(STR, CON, AIM, AGI)*	3 / 1D2+2
	HEAD	*(EDU, LRN, AIM, SPO, AGI, LIS)*	3 / 1D2+2

CONTRIBUTIONS!!!

YOU KNOW WE WOULD LIKE TO SEE YOUR WORK AND PUBLISH IT IF WE THINK IT WOULD BE OF USE TO OTHER GAMERS.
THIS IS A FANZINE SO OBVIOUSLY WE CAN'T PAY YOU BUT IF YOU WOULD LIKE TO HELP OTHER GAMERS, WE'LL BE YOUR MEDIUM.
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A walk on the wild side.

No, this does not detail the fleshpots of Ardoth or how to get a corastins back up but is our new creature department. The first creature we have to present is an everyday animal so commonplace on Jorune that it wasn't considered worthy of inclusion in the boxed set. So let us, Master- Beasters of Jorune point out some very new facets of the planets fauna.

The Tick.

By Mathew WJ. Pook.

Reaction:	Apathetic
Advantage:	+8
Defence Size:	-6
Attack Strength:	-4
To hit:	+7
Armour:	None
Speed:	2D6+8
Defend success:	(Evade): 13
Attack success:	17
Strength:	1D2 (GROUP 1)

The Tick is a descendant of a terran Rabbit, that has apparently undergone minimal mutation in its time on Jorune. It is easily domesticated and has several advantages to the Pibber; it provides an ample supply of meat and can be skinned for its fur, which is softer and warmer than Pibber. Its rapid gestation period provides a continous source of these. But, like its terran ancestor, if breeding is allowed to get out of control then the Tick can become a massive economic threat and farmers nightmare. People prefer Beagre to Tick onslaughts.

A Ticks diet consists of the grasses found in its habitat and, when it can get it, Durlig. The coditch plant appears unedible to them and they avoid the places where it grows. Only recently have Gauss valley farmers realized why the Thriddle's Coditch plantations are unscathed and there is a trend to grow these plants around the farmers Durlig crops.

Ticks inhabit all terrian and most climates, but predominantly reside in hilly grasslands, light forests and on the edges of cultivated areas. The animal is slightly larger than a Rabbit and has a coat that ranges in colour from dark brown and tan in warm climates to pale cream and white in colder areas.

The Tick faces numerous predators, most notable among them are Scragger and Beagre. Most intelligent life on the planet that can safely eat terran-based food enjoy the cooked flesh of the Tick, which also provides supplementary nutrients to Durlig.

A Tick has excellent sight and hearing and even has a minor form of Tra-sense. So unless one masks their Isho and can stalk extremely well catching a tick is nigh-on impossible, though there are traps designed to catch them, available from any supply Clep and most Beasters.

The Raarc.

By Alex Blair.

Reaction:	Dangerous
Advantage:	+0
Defence Size:	+4
Attack Strength:	+2
To Hit:	Body -1 Head +6 Legs +2
Armour:	**Leather**-like Hide
Speed:	3D6+3
Defend success:	14
Attack success:	9
Strength:	3D6+6 (GROUP 3)

The Raarc are Native creatures of Jorune: They are tall (5' -5.6' at shoulder) and noble beasts. Prefering dense woodlands they can also be found on plains and pastures with minimal tree cover. They have excellent Trasense though do not wield Dyshas.

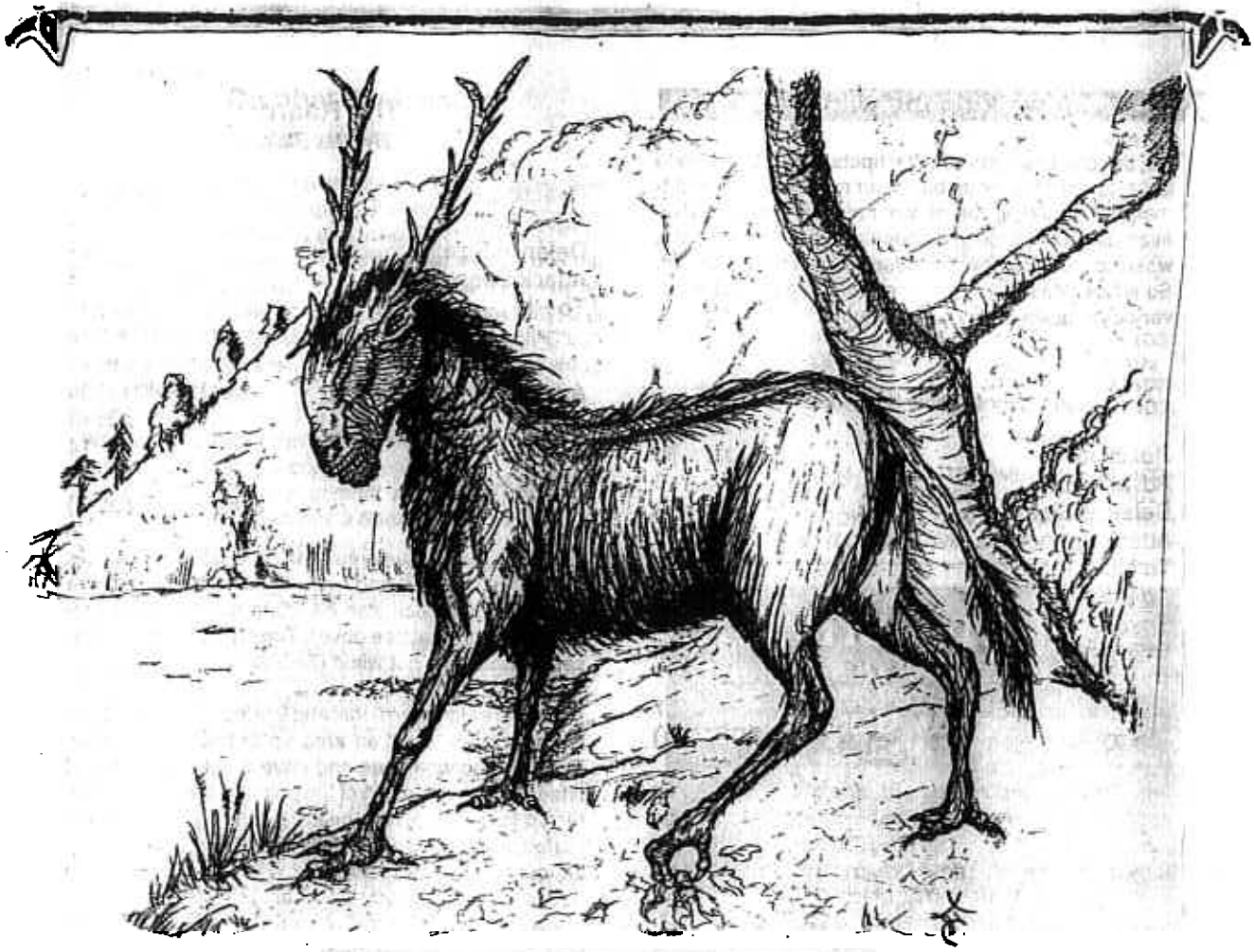
Raarcs are highly territorial and live in pairs: a Raarc and its mate often "own" an area up to two square miles. They are monogamous and have a natural lifespan of fifteen years. When one of the pair dies the other will fret for up to a year before seeking a new partner. In the period of mourning it constantly searches its territory for its lost mate and occasionally wanders out of its own boundaries. The Raarcs psychological state at this time breaks down and turns it into a manic, dangerous creature. They attack almost any living thing they encounter making forest travel very risky.

Normally, though, a pair of Raarc live peaceful lives and inspect detected intruders of their land from a distance but if another Raarc enters their territory fights are often to the death.

Raarc coats are multi- coloured ranging from light to dark green. They have patches of brown hues on them which makes it very difficult to spot them unless they are moving nearby. A mono-coloured coat is very rare and a high bounty can be made on them, though many beasters will not harm the Raarc unless it has become a menace to travellers.

One item the Raarcs own that Humans desire are their antlers: When ground down and boiled in Rusper it becomes a very potent aphrodisiac. To Bronth, the drink is a finer brew than the best mallmis and to the Woffen it increases their sense of smell for several hours. Muadras can safely double their daily Isho points by sniffing the powder but only to a maximum of once a week. The "Raarcaras" drug then, can be valuable commodity and sells for 3-4 GL per portion and ten portions can be gained from each antler. Raarc hides can gain between 9 GL and 2 GM's but mono-coloured coats can fetch almost double that. Beware any prospective Raarc hunters - Ca-Launtra Shanthas hold the creature in high esteem and woe betide the people found hunting them by the Shanthic Animists.

Turn overleaf to see the male Raarc.....



ERRATA

This page is going to be used for last minute additions and changes to idea's and text. Also remember we aim to use this magazine as a notice board and contact medium. So write in now with your name, address, and what type of mail you wish to recieve (wether it be other Sholari's, Players or anyone involved in the hobby.)

Armour.

By G.Gray

A very quick rule-addition sketch: For extra realism in p lay, When a character is hit in any location and is wearing protective armour, that clothing is going to suffer damage and in time will eventually be useless. Use the same concept for creatures too.

Every time a being with armour protection gets hit REDUCE THE ARMOUR PENETRATION ROLL BY ONE. IF THE HIT ACTUALLY GETS THROUGH THE ARMOUR, DEDUCT THE A.P. ROLL BY TWO. This is cumulative and the armour cannot be brought back to its original defence strength unless it is repaired by a skilled armour-smith, and in the case of natural armour, until the creature is given chance to heal.